AMENDMENTS

In the claims:

1-31. (Canceled)

32. (Currently Amended)   An image processing device comprising:

~~a control panel for outputting~~ an output unit configured to output an operating signal ~~which operates a~~ to display at least one of a plurality of display ~~member~~ members on a display;

~~a CPU block for carrying~~ an image processing unit to carry out an image processing ~~for displaying~~ to display said at least one display member based on said operating signal; and

~~a video block for generating~~ an imaging unit to generate an imaging signal based on the result of said image processing from said ~~CPU block~~ image processing unit and outputting said imaging signal to the display,

~~CPU block~~ wherein the image processing unit comprises:

a polygon forming ~~means for forming~~ unit to form said at least one display member with a number of polygons,

an image forming ~~means for forming~~ unit to form an image of said at least one display member as viewed from a predetermined viewpoint, and

~~perspective processing means for perspectively processing so as to render transparent a part of the display member, which is operated by a player, on the front side of said viewpoint~~

a transparency processing unit to make the at least one display member transparent,

wherein, when the viewpoint is moved such that a first display member, from among the plurality of display members, that is configured to be operated by a player is displayed in front of a second display member that is different from the first display member, the transparency

processing unit is configured to keep a part of the first display member nontransparent, and to make the remaining part transparent, and

wherein the second display member is a display member to be set as an opponent character in opposition to the first display member, and the part of the first display member that is kept nontransparent is a portion to be used for attacking the second display member.

33 - 47. (Canceled)

48. (New) The image processing device according to claim 32, wherein the transparency processing unit does not permit making the display member transparent when an image of the display member has started to be formed, but when the viewpoint has moved so that the first display member is to be displayed in front of the second display member, the transparency processing unit is configured to permit making the first display member transparent.

49. (New) The image processing device according to claim 32, further comprising fighting processing unit to determine if the first display member and the second display member have been in a ready-to-fight state when a part of the first display member is made transparent and the polygons constituting the first display member are displayed as viewed from the viewpoint finally moved to the destination point, and then to perform a fighting processing.

50. (New) The image processing device according to claim 49,

wherein at least one display member represents a character existing in a virtual space, and the first display member represents a character operated by a player and the second display member represents an opponent character in opposition to the character operated by the player, and

wherein the fighting processing unit is configured to determine if the character operated by the player and the opponent character have been in a ready-to-fight state when the opponent character is displayed on a screen front-on, and to perform the fighting processing.

51. (New) The image processing device according to claim 32,

wherein, in the image processing unit, the polygon forming unit is configured to form at least one part of the at least one display member with at least one specific number of polygons, and

wherein the image processing unit comprises:

a polygon increasing unit to divide the part of the at least one display member formed with the polygons into several parts, thereby increasing the number of polygons comprising the part of the at least one display member to be deformed relative to a specific number of polygons when the at least one display member formed with the specific number of polygons is to be altered and displayed; and

an alteration processing unit to perform image processing to display the at least one display member in an altered state using the increased number of polygons increased by the polygon increasing unit.

52. (New) The image processing device according to claim 51,

wherein the polygon forming unit is configured to form the one part of the at least one display member with a polyhedron having a plurality of faces, each face of which comprises one polygon, and

wherein the polygon increasing unit is configured to increase the number of polygons by forming each face of the polyhedron with a plurality of polygons.

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